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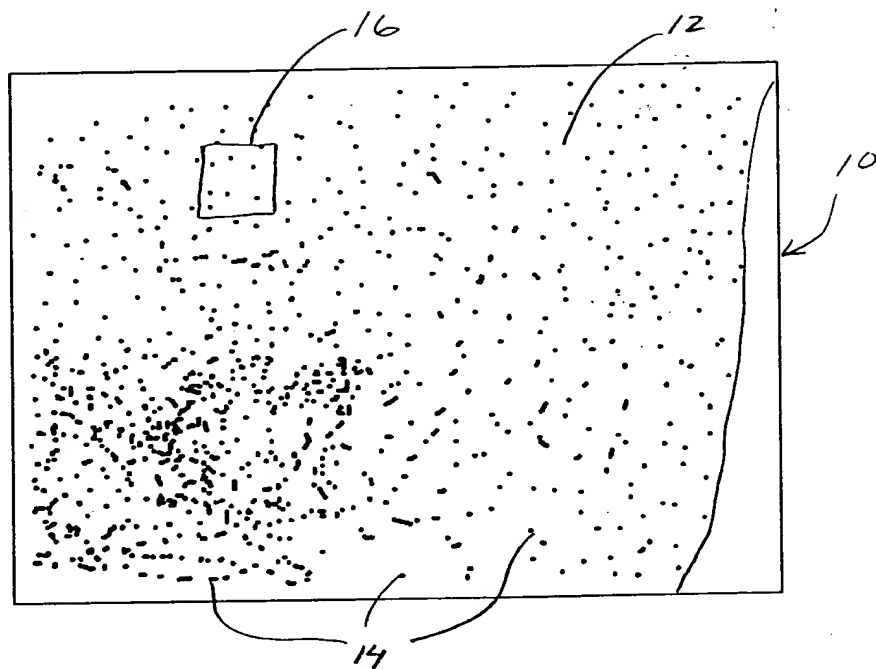


Fig. 1

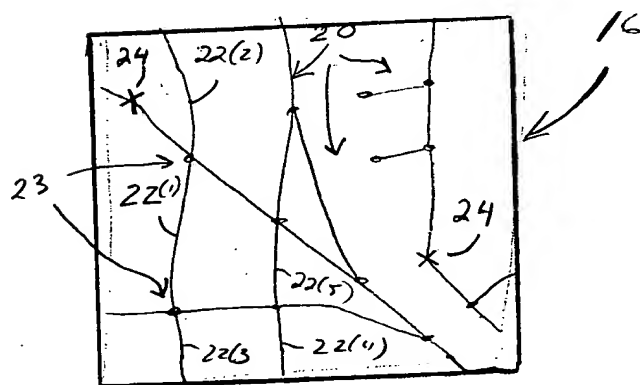


Fig. 2

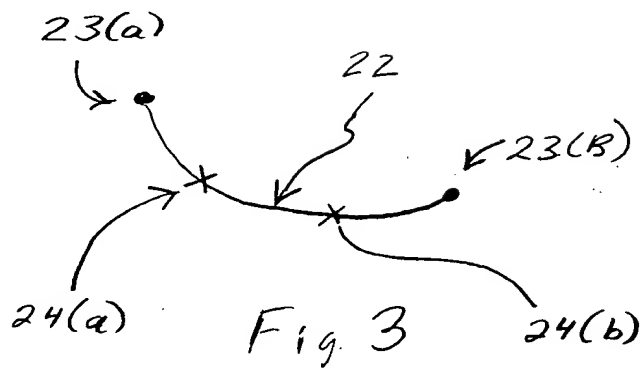


Fig. 3

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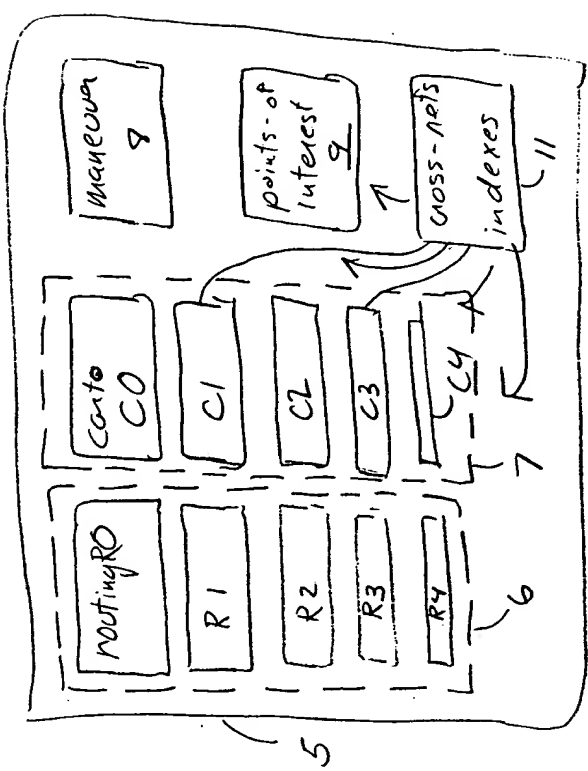


Fig. 5

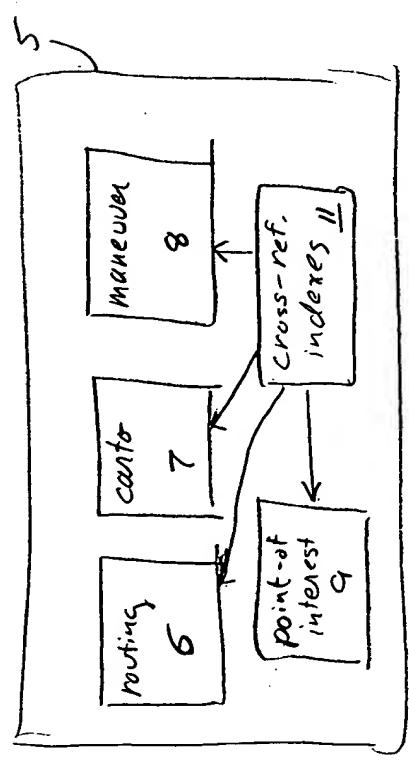
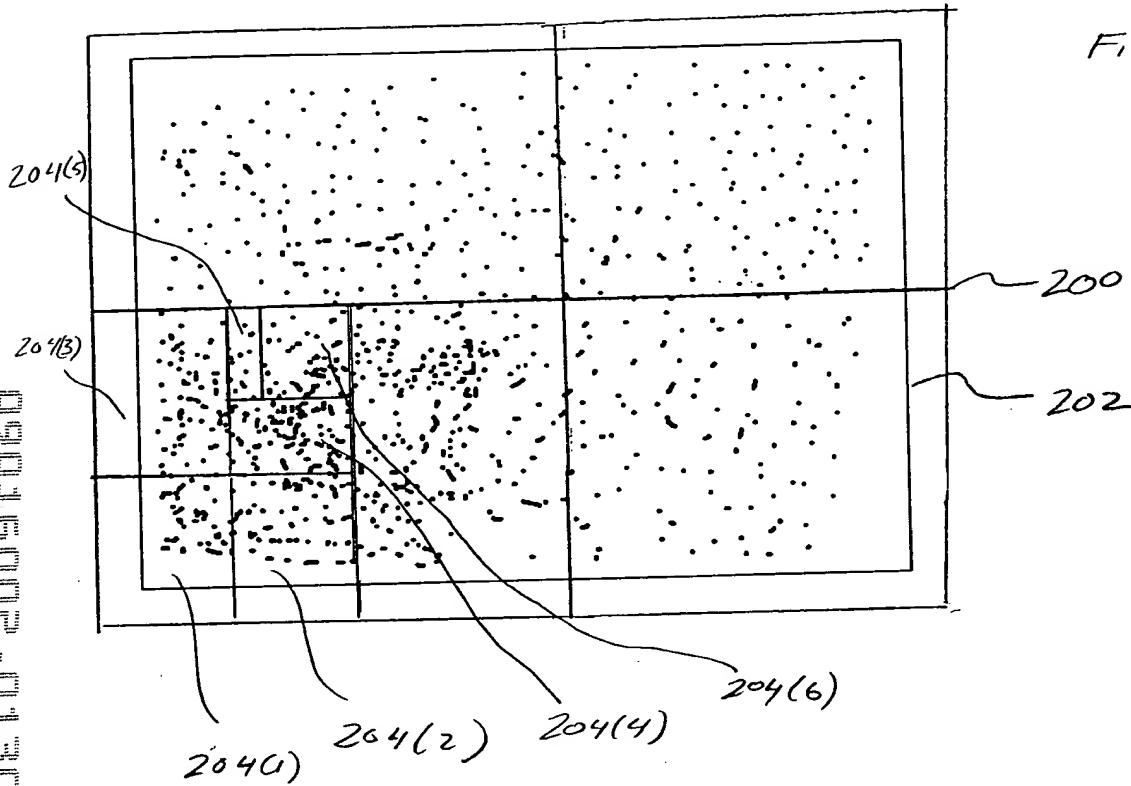


Fig. 4

Fig. 6



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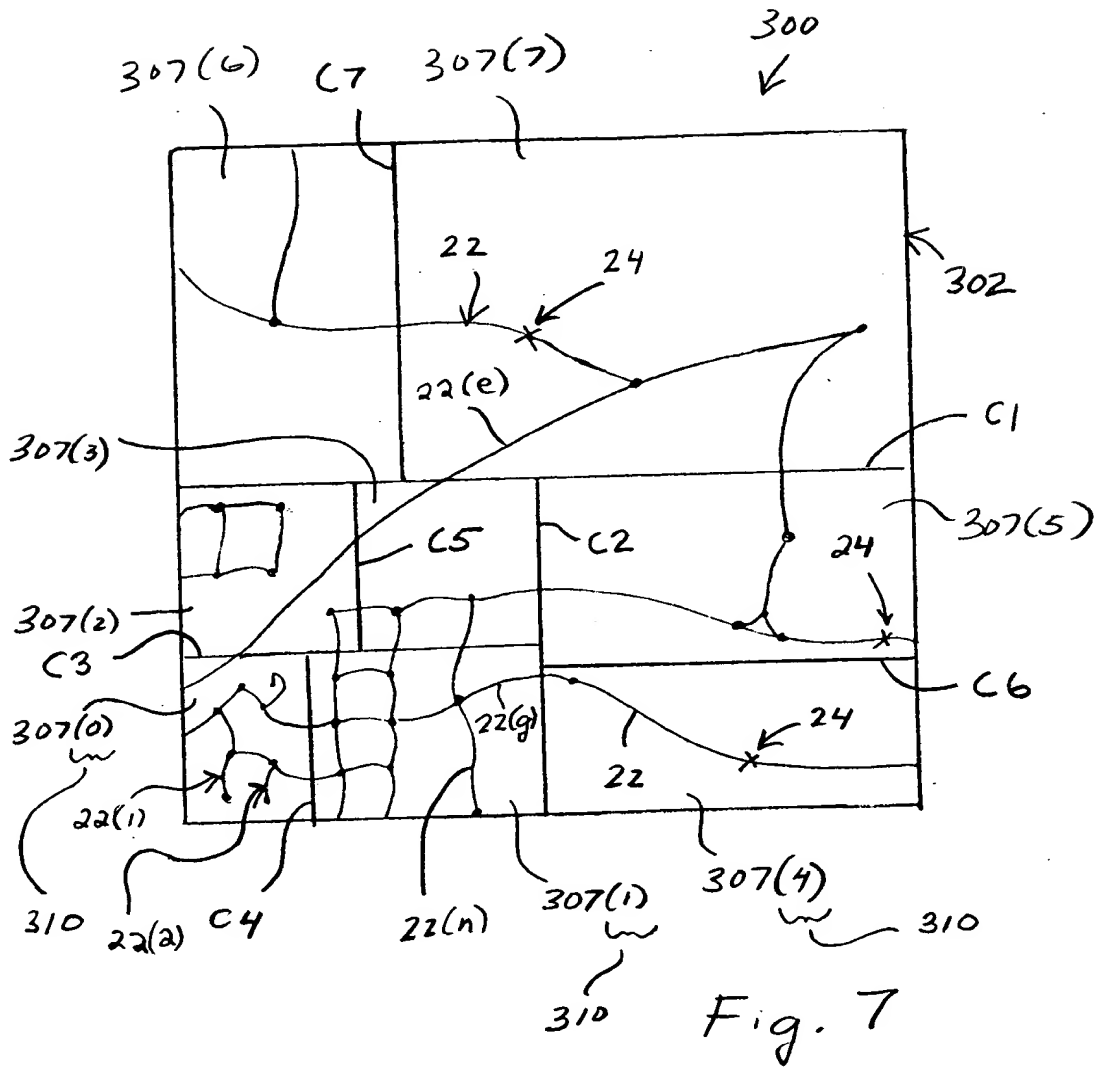
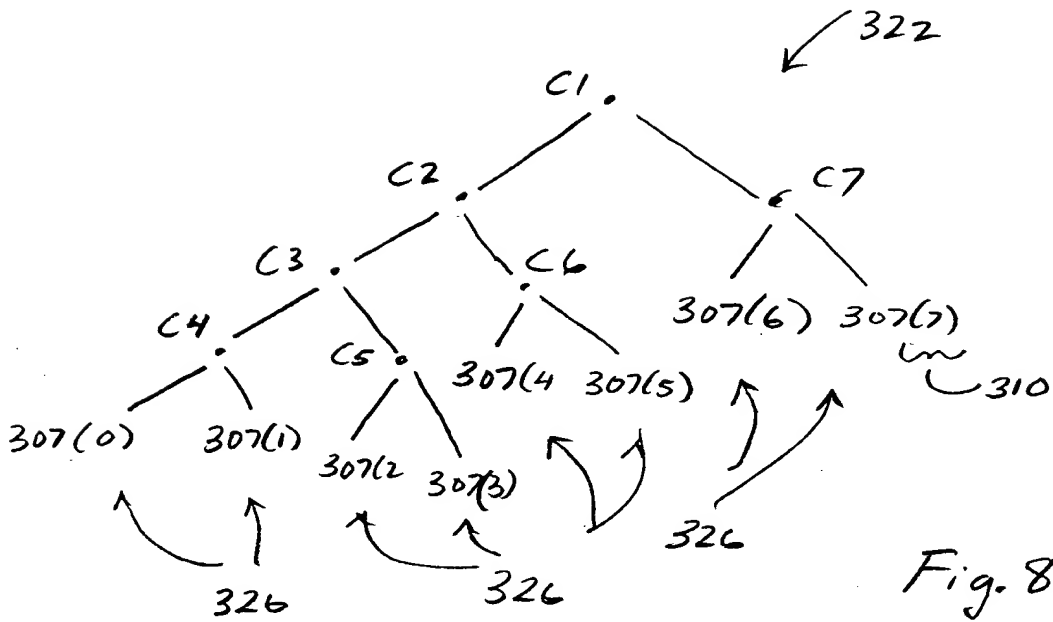


Fig. 7



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Internal KD-Tree Entry

Byte 0								Byte 1							
0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1
0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5
Control Bits								Left Offset or Index				Right Offset or Index			

↑
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Control Bit Definitions:

Bit 0: 0 = Vertical Cut; 1 = Horizontal Cut

Bit 1: 0 = Left is Offset; 1 = Left is Index

Bit 2: 0 = Right is Offset; 1 = Right is Index

Bits 3-7: Location of Cut

Offset/Index Bit Definitions:

Bits 8-11: Left Offset or Index

Bits 12-15: Right Offset or Index

An *Offset* is the distance from the beginning of the current entry, in 2-byte units, to the beginning of its left or right child entry.

An *Index* is in the range 0-7, and is the index assigned to the rectangle represented by the left or right child of the current entry.

Fig. 9

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	SUB-RECTANGLE INDEX							
SEGS	(0)	(1)	(2)	(3)	(4)	(5)	(6)	(7)
seg(1)	1	0	0	0	0	0	0	0
seg(2)	1	0	0	0	0	0	0	0

seg(e)	1	0	1	1	0	0	0	1
seg(g)	0	1	0	0	1	0	0	0

seg(h)	0	1	0	0	0	0	0	0

Fig. 10

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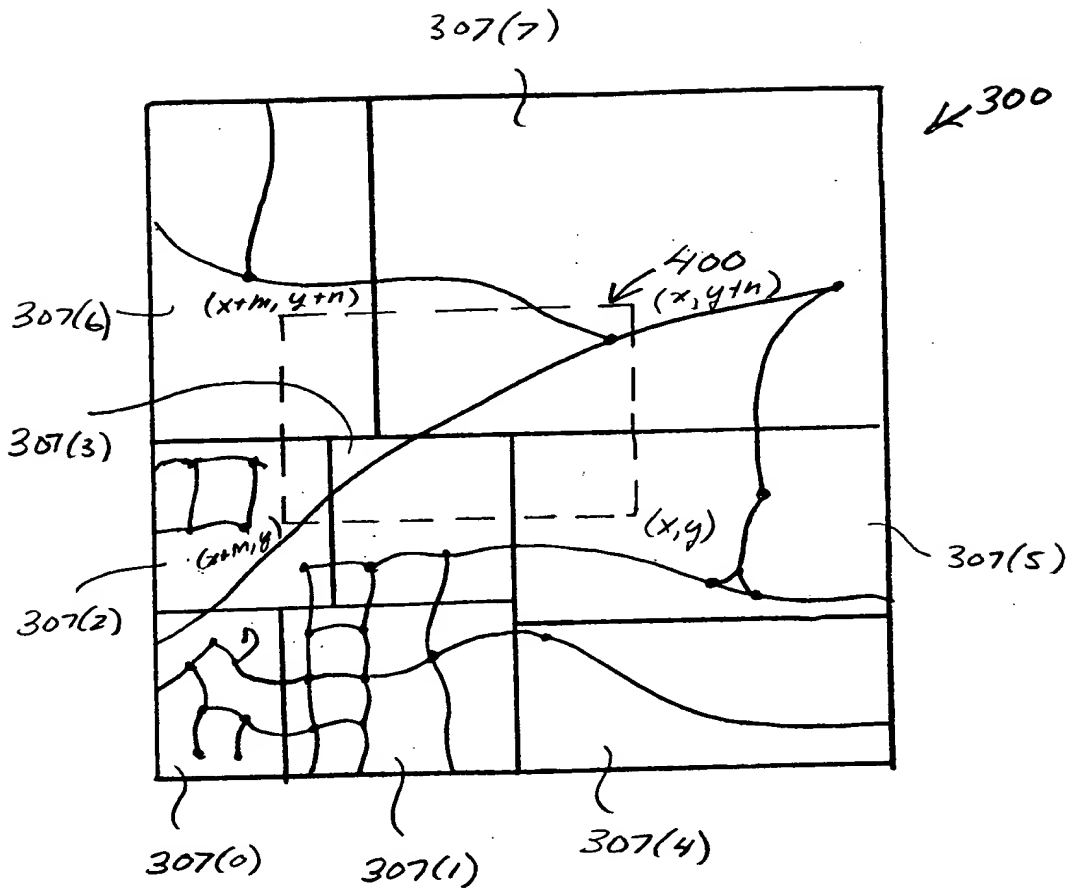
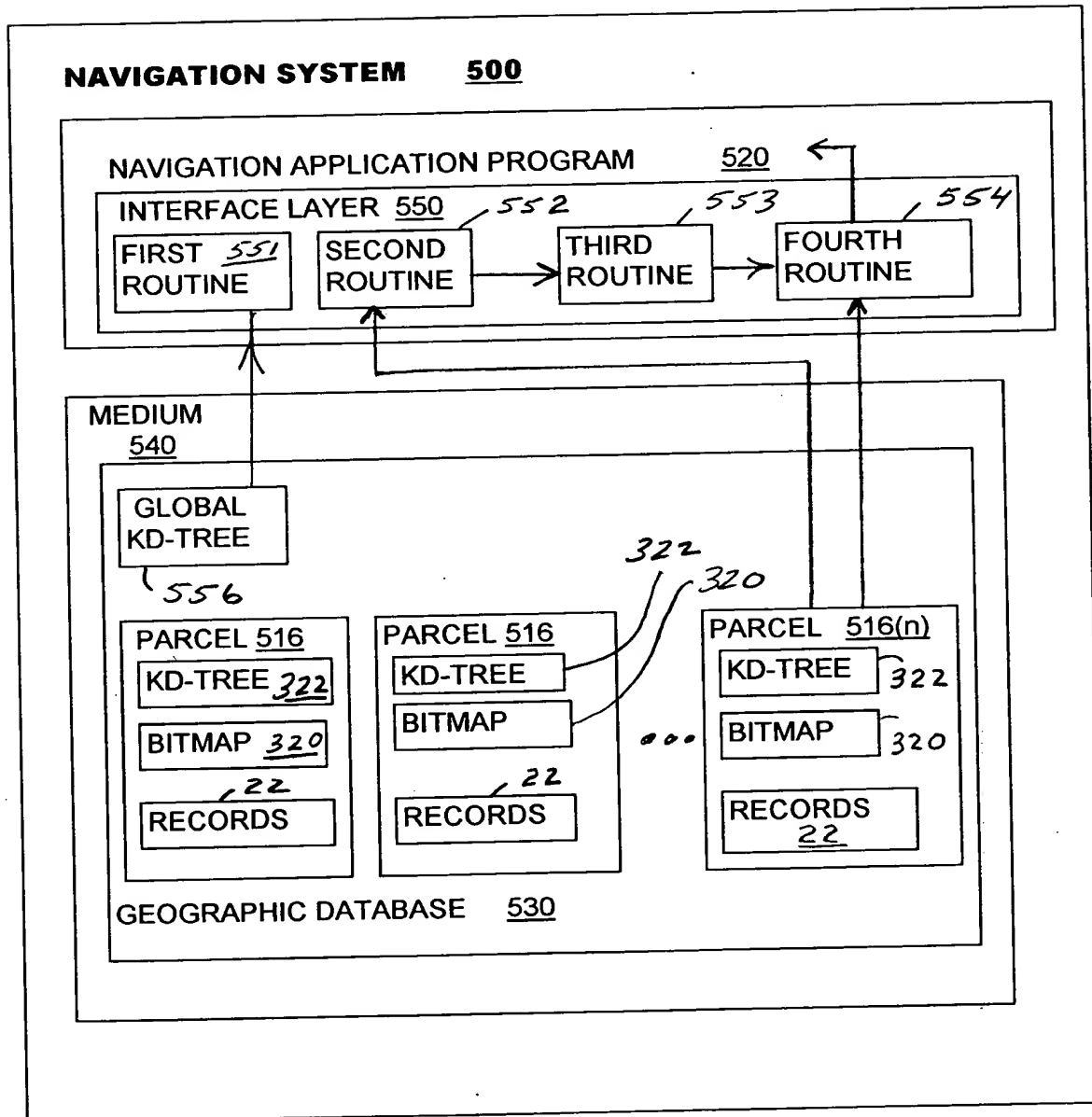


Fig. 11

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FIG. 12



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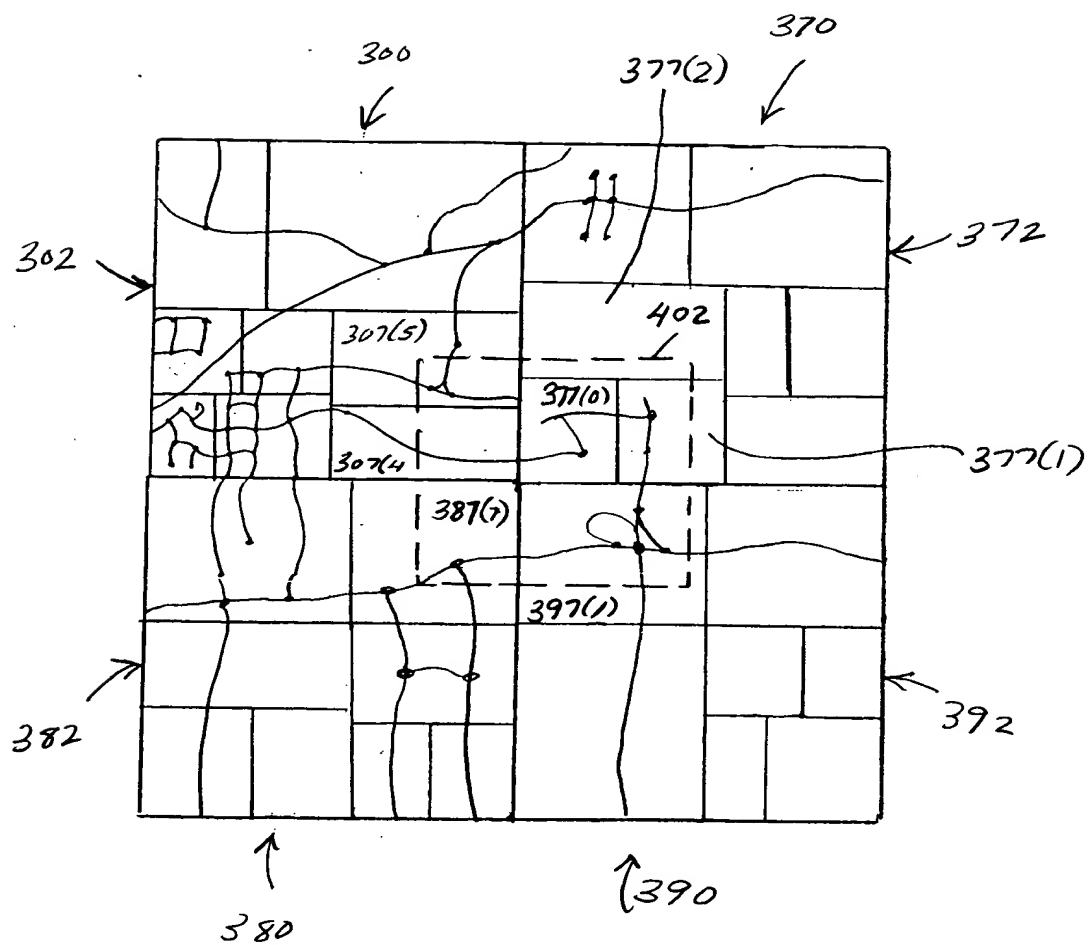


Fig. 13